Case Study: Virtual Art Gallery

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Abstract

This Virtual Art Gallery project is a console-based application developed using Python and MySQL to manage and display information about artworks, artists, users, and galleries. Instead of a graphical interface, the system uses simple text-based menus and commands to interact with users, making it easy to run on any computer without needing complex setups.

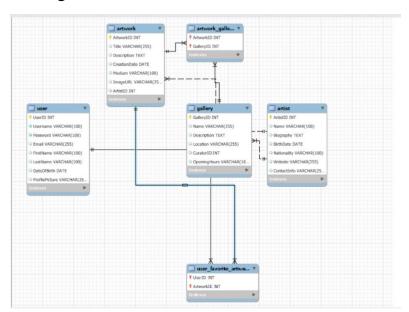
The project models key entities like Artwork, User, Artist, and Gallery using Python classes, which organize the data and actions related to each entity. The main functionalities include adding, viewing, and managing artwork details through console inputs, with all data stored securely in a MySQL database for easy retrieval and update.

By separating the program into different modules for database connection, business logic, and entity representation, the design remains clear and easy to maintain. Although the current version primarily focuses on artwork management, it lays a strong foundation to add more features for users, artists, and galleries in the future.

This console-based Virtual Art Gallery is a practical example of how programming and databases work together to build functional applications without a graphical interface. It allows users to manage and explore art collections through straightforward commands and outputs, providing a useful learning experience in database handling and object-oriented programming. Future improvements may include enhanced user interaction, data validation, and expanded features to better simulate a full art gallery system.

Schema design:

• ER diagram:



• Created a dedicated database: VIRTUALARTGALLERY.

• All required tables were created with proper data types, keys, and relationships:

Table Name	Description
ARTIST	Stores artist details
ARTWORK	Stores artwork information with reference to the artist
USER	Stores user profile details
GALLERY	Stores gallery data, each linked to a curator (artist)
IIIISER EAVORITE ARTWORK	Junction table for many-to-many relationship between users and artworks
HARIWORK GALLERY	Junction table for many-to-many relationship between artworks and galleries

All tables include primary keys, and necessary foreign key constraints

• Relationship Mapping (via Foreign Keys):

One-to-Many: ARTWORK → ARTIST, GALLERY → ARTIST

Many-to-Many: Handled via:

USER_FAVORITE_ARTWORK (USERID, ARTWORKID)

ARTWORK_GALLERY (ARTWORKID, GALLERYID)

• Sample data inserted.

Coding

1. Entity Classes

Created the model/entity classes corresponding to the schema within package entity with variables declared private, constructors(default and parametrized) and getters, setters)

```
artwork.py
                IVirtualArtGallery.py
                                        DBConnection.py
                                                                                 VirtualArtGalleryServiceImpl.py
                                                                                                                  ر چ
         ass Artwork: 10 usages
           def __init__(self, artwork_id=None, title=None, description=None, creation_date=None, medium=None, image_t
              self.__artwork_id = artwork_id
               self.__description = description
               self.__creation_date = creation_date
               self.__medium = medium
               self.__image_url = image_url
              self.__artist_id = artist_id
           def get_creation_date(self): return self.__creation_date 2 usages (2 dynamic)
          def get_image_url(self): return self.__image_url 2 usages (2 dynamic)
          def get_artist_id(self): return self.__artist_id 2 usages (2 dynamic)
          def set_artwork_id(self, artwork_id): self.__artwork_id = artwork_id
           def set_description(self, description): self.__description = description
          def set_image_url(self, image_url): self.__image_url = image_url
        def set_artist_id(self, artist_id): self.__artist_id = artist_id
```

Even though we use only artwork file for artwork management we also created other files in entity as per schema which can be used for future update

```
🕏 artwork.py
               User.py
                            Artist.py
                                           Gallery.py
                                                           IVirtualArtGallery.py
                                                                                 DBConnection.py
                                                                                                       class User:
              __init__(self, user_id=None, username=None, password=None, email=None, first_name=None, last_name=None,
              self.__last_name = last_name
              self.__profile_picture = profile_picture
          def set_password(self, value): self.__password = value
          def get_last_name(self): return self.__last_name
       💡 def set_profile_picture(self, value): self.__profile_picture = value
                 User.py (
                               Artist.py
artwork.py
                                              Gallery.py
                                                             IVirtualArtGallery.py
                                                                                     DBConnection.py

    db.prop

       class Artist:
                      __(self, artist_id=None, name=None, biography=None, birth_date=None, nationality=None, websit
               self.__biography = biography
               self.__birth_date = birth_date
               self.__contact_info = contact_info
           def set_artist_id(self, value): self.__artist_id = value
           def get_biography(self): return self.__biography
           def set_biography(self, value): self.__biography = value
           def get_birth_date(self): return self.__birth_date
           def set_birth_date(self, value): self.__birth_date = value
           def get_contact_info(self): return self.__contact_info
        gdef set_contact_info(self, value): self.__contact_info = value
```

```
class Gallery:

def __init__(self, gallery_id=None, name=None, description=None, location=None, curator_id=None, opening_ho
    self.__gallery_id = gallery_id
    self.__location = location
    self.__location = location
    self.__opening_hours = opening_hours

def get_gallery_id(self): return self.__gallery_id = value
    def get_description(self): return self.__gallery_id = value
    def get_description(self): return self.__description = value
    def get_description(self): return self.__description = value
    def get_location(self): return self.__description = value
    def get_location(self): return self.__location = value
    def get_location(self): return self.__location
    def set_location(self): return self.__location
    def set_location(self): return self.__location = value
    def get_curator_id(self): return self.__location = value
    def get_curator_id(self): return self.__curator_id
    def set_curator_id(self): return self.__curator_id
    def set_curator_id(self): return self.__curator_id = value
    def get_opening_hours(self): return self.__opening_hours

def set_opening_hours(self): return self.__opening_hours = value
```

2. Interface Layer (dao/IVirtualArtGallery.py)

Defines abstract methods for:

- Artwork management (add, update, delete, search)
- User favorite management (add/remove favorites, fetch list)

3. Database Utility (util/DBConnection.py)

- Reads MySQL credentials from db.properties
- Establishes and returns a MySQLConnection object

4. Service Implementation (dao/VirtualArtGalleryServiceImpl.py)

Implements all interface methods with actual database operations:

- SQL queries (INSERT, SELECT, UPDATE, DELETE)
- Interacts with MySQL through a unified connection utility

```
IVirtualArtGallery.py
                                             DBConnection.py
                                                                   (3) db.properties
                                                                                      VirtualArtGalleryServiceImpl.py
       from util.DBConnection import DBConnection
       from myexceptions.UserNotFoundException import UserNotFoundException
       class VirtualArtGalleryServiceImpl(IVirtualArtGallery): 6 usages
               VirtualArtGalleryServiceImpl.connection = DBConnection.getConnection()
14 6
        def addArtwork(self, artwork): 2 usages
                   cursor = self.connection.cursor()
                       artwork.get_medium(), artwork.get_image_url(), artwork.get_artist_id()
           def updateArtwork(self, artwork): 2 usages
                   cursor.execute(sql, (
                       artwork.get_medium(), artwork.get_image_url(), artwork.get_artist_id(), artwork.get_artwork_id()
```

```
cursor = self.connection.cursor()
        if cursor.rowcount == 0:
            raise ArtWorkNotFoundException()
        print("Error removing artwork:", e)
def getArtworkById(self, artwork_id): 2 usages
        cursor.execute("SELECT * FROM ARTWORK WHERE ARTWORKID = %s", (artwork_id,))
        row = cursor.fetchone()
        if row:
            return Artwork(*row)
           raise ArtWorkNotFoundException()
    except Exception as e:
        print("Error fetching artwork:", e)
       cursor = self.connection.cursor()
       cursor.execute("SELECT * FROM ARTWORK WHERE TITLE LIKE %s", (f"%{keyword}%",))
       rows = cursor.fetchall()
    except Exception as e:
       cursor.execute("INSERT INTO USER_FAVORITE_ARTWORK (USERID, ARTWORKID) VALUES (%s, %s)", (user_id, artw
        self.connection.commit()
    except Exception as e:
def removeArtworkFromFavorite(self, user_id, artwork_id): 2 usages
       cursor = self.connection.cursor()
       cursor.execute("DELETE FROM USER_FAVORITE_ARTWORK WHERE USERID = %s AND ARTWORKID = %s", (user_id, a
           raise ArtWorkNotFoundException("Artwork not found in user favorites")
       cursor.execute("SELECT * FROM USER WHERE USERID = %s", (user_id,))
       if not cursor.fetchone():
           raise UserNotFoundException()
```

```
cursor.execute("""

SELECT A.* FROM ARTWORK A

JOIN USER_FAVORITE_ARTWORK UFA ON A.ARTWORKID = UFA.ARTWORKID

WHERE UFA.USERID = %s

""", (user_id,))

rows = cursor.fetchall()

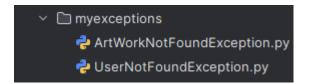
return [Artwork(*row) for row in rows]

except Exception as e:

print("Error getting favorite artworks:", e)

return []
```

5. Exception Handling (myexceptions)



Custom exceptions:

• ArtWorkNotFoundException

• UserNotFoundException

```
class UserNotFoundException(Exception): 6 usages

def __init__(self, message="User not found with the given ID"):

super().__init__(message)
```

6. Main Module (main/MainModule.py)

Menu-driven console program to:

- Trigger all services via user input
- Display results and error messages
- Loops back for continuous interaction

```
VirtualArtGalleryServiceImpl.py
                                              test_virtual_art_gallery.py
                                                                              configparser.py
from dao.VirtualArtGalleryServiceImpl import VirtualArtGalleryServiceImpl
from entity.artwork import Artwork
from myexceptions.ArtWorkNotFoundException import ArtWorkNotFoundException
from myexceptions.UserNotFoundException import UserNotFoundException
    service = VirtualArtGalleryServiceImpl()
       6. Add Artwork to Favorites
                title = input("Enter title: ")
                description = input("Enter description: ")
                url = input("Enter image URL: ")
                service.addArtwork(artwork)
                print("Artwork added")
            elif choice == '2':
                title = input("Enter new title: ")
                artwork = Artwork(artwork_id=aid, title=title, description=description, creation_date=date, medium=m
                service.updateArtwork(artwork)
                print("Artwork updated")
```

```
service.removeArtwork(aid)
  print("Artwork removed")
      art = service.getArtworkById(aid)
  except ArtWorkNotFoundException as ae:
  results = service.searchArtworks(key)
  uid = int(input("Enter User ID: "))
  print("Favorite added")
elif choice == '7':
    uid = int(input("Enter User ID: "))
    service.removeArtworkFromFavorite(uid, aid)
elif choice == '8':
        favs = service.getUserFavoriteArtworks(uid)
        for art in favs:
    except UserNotFoundException as ue:
```

Console output:

Add artwork:

Enter your choice: 1
Enter title: kutrallam
Enter description: beauty of kutrallam falls
Enter creation date (YYYY-MM-DD): 2025-05-30
Enter medium: oil
Enter image URL: https://gallery.com/images/kutrallam.jpg
Enter artist ID: 4
Artwork added

my	/sql> SELECT	* FROM ARTWORK;					
Ï	ARTWORKID	TITLE	DESCRIPTION	CREATIONDATE	MEDIUM	IMAGEURL	ARTISTID
	2 3 4 5 6 7	tanjai periya kovil Madurai Market Chennai Marina Coimbatore Hills Kumbakonam Streets Salem Fields Tirunelveli Traditions kutrallam	tanjaiyin azhagu Flower market morning scene Evening beach view Western Ghats scenery Tomple town street view Sunset over rice fields Folk traditions of Tirunelveli beauty of kutrallam falls	2024-12-18 2021-07-15 2023-03-22 2020-08-05 2023-02-18 2022-09-09 2021-11-11 2025-05-30	oil Watercolor Acrylic Oil Sketch Pastel Ink oil	https://gallery.com/images/tanjai.jpg http://gallery.com/images/madurai.jpg http://gallery.com/images/marina.jpg http://gallery.com/images/coimbatore.jpg http://gallery.com/images/kumbakonam.jpg http://gallery.com/images/salem.jpg https://gallery.com/images/tirunelveli.jpg https://gallery.com/images/kutrallam.jpg	2 1 3 4 5 6 7 4
8	rows in set	(0.00 sec)					

• Update artwork:

```
Enter your choice: 2
Enter Artwork ID to update: 11
Enter new title: kutrallam falls
Enter new description: beauty of kutrallam
Enter new creation date (YYYY-MM-DD): 2025-05-30
Enter new medium: oil
Enter new image URL: <a href="https://gallery.com/images/kutrallam.jpg">https://gallery.com/images/kutrallam.jpg</a>
Enter new artist ID: 4
Artwork updated
```

The tile and description is updated

ARTWORKID	TITLE	DESCRIPTION	CREATIONDATE	MEDIUM	IMAGEURL	ARTISTI
	tanjai periya kovil	tanjaiyin azhagu	2024-12-18	oil	https://gallery.com/images/tanjai.jpg	
	Madurai Market	Flower market morning scene	2021-07-15	Watercolor	http://gallery.com/images/madurai.jpg	
	Chennai Marina	Evening beach view	2023-03-22	Acrylic	http://gallery.com/images/marina.jpg] 3
4	Coimbatore Hills	Western Ghats scenery	2020-08-05	0il	http://gallery.com/images/coimbatore.jpg	4
	Kumbakonam Streets	Temple town street view	2023-02-18	Sketch	http://gallery.com/images/kumbakonam.jpg	5
	Salem Fields	Sunset over rice fields	2022-09-09	Pastel	http://gallery.com/images/salem.jpg	6
	Tirunelveli Traditions	Folk traditions of Tirunelveli	2021-11-11	Ink	http://gallery.com/images/tirunelveli.jpg	5
€	kutrallam falls	beauty of kutrallam	2025-05-30	oil	https://gallery.com/images/kutrallam.jpg	4

• Remove artwork:

```
Enter your choice: 3
Enter Artwork ID to remove: 11
Artwork removed
```

ARTWORKID	TITLE	DESCRIPTION	CREATIONDATE	MEDIUM	IMAGEURL	ARTISTID
2 3 4 5 6	tanjai periya kovil Madurai Market Chennai Marina Coimbatore Hills Kumbakonam Streets Salem Fields Tirunelveli Traditions	tanjaiyin azhagu Flower market morning scene Evening beach view Western Ghats scenery Temple town street view Sunset over rice fields Folk traditions of Tirunelveli	2024-12-18 2021-07-15 2023-03-22 2020-08-05 2023-02-18 2022-09-09 2021-11-11		https://gallery.com/images/tanjai.jpg http://gallery.com/images/madurai.jpg http://gallery.com/images/coimbatore.jpg http://gallery.com/images/coimbatore.jpg http://gallery.com/images/salem.jpg http://gallery.com/images/tirunelveli.jpg	2 1 3 4 5 6 7

The artwork ID 11 is removed

Exceptions:

```
Enter your choice: 3
Enter Artwork ID to remove: 8
Error removing artwork: Artwork not found with the given ID
```

• Get artwork by ID:

```
Enter your choice: 4
Enter Artwork ID: 2
Artwork Title: Madurai Market
```

• Search artwork:

```
Enter your choice: 5
Enter keyword to search: chennai
ID: 3 Title: Chennai Marina
```

• Add artwork to favourites:

```
Enter your choice: 6
Enter User ID: 1
Enter Artwork ID: 6
Favorite added
```

```
mysql> SELECT * FROM user_favorite_artwork;
 USERID | ARTWORKID |
       2
       3
                    2
3
       1
                    3
       3
                    4
       4
       2
                    5
       5
                    5
       1 |
                    6
11 rows in set (0.00 sec)
```

• Remove artwork from favourite:

```
Enter your choice: 7
Enter User ID: 1
Enter Artwork ID: 6
Favorite removed
```

The artwork is removed from favourite.

• View user favourite artworks:

```
Enter your choice: 8
Enter User ID: 1
ID: 2 Title: Madurai Market
ID: 3 Title: Chennai Marina
```

• Exiting:

```
==== Virtual Art Gallery Menu ====

1. Add Artwork

2. Update Artwork

3. Remove Artwork

4. Get Artwork by ID

5. Search Artworks

6. Add Artwork to Favorites

7. Remove Artwork from Favorites

8. View User Favorite Artworks

9. Exit

Enter your choice: 9

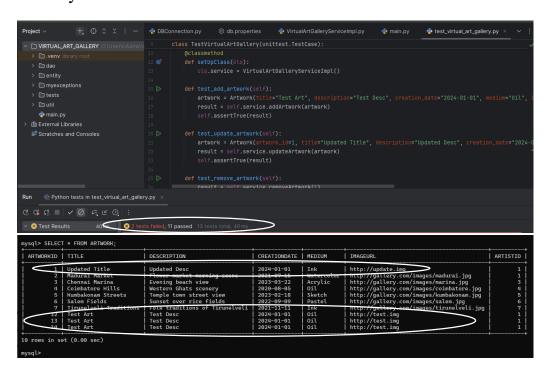
Exiting...

Process finished with exit code 0
```

7. Unit Testing (tests)

Tested key functionalities like:

- Adding/updating/removing artwork
- Handling invalid IDs
- Managing user favourites
 Uses Python's built-in unittest module.



Conclusion:

The Virtual Art Gallery project successfully demonstrates how Python can be used to build a console-based application for managing and exploring artworks, artists, users, and galleries. By applying object-oriented programming principles, the system models real-world entities in a structured and reusable way. Integration with a MySQL database allows for reliable data storage and retrieval.

Though the project does not include a graphical user interface, it effectively performs all core operations through a user-friendly command-line interface. Key functionalities such as adding, updating, removing, and searching artworks are implemented and tested. The system also supports features like managing user favourites, showcasing how basic user interaction can be handled using simple console outputs.

Unit testing ensures that the core services work correctly, while a clean separation of concerns in the code base (entities, services, exceptions, and utilities) makes the project maintainable and scalable. This project serves as a solid foundation for building more advanced applications in the future, such as a web-based or GUI-based virtual art gallery.

Overall, the project meets its primary goal of simulating a virtual art collection management system and provides valuable experience in Python programming, database connectivity and exception handling.